

Dimeight

Game Master invites four competitors.

The Board consists of the outlines of two 45-degrees overlapping squares. The objective is to own all the dots of a single square.

The rounds are played by using metal currency, single, double, "five" and "ten" notes respectively. At least two sets are needed, five sets encouraged.

Gamemaster uses his/her discretion to position the single coins of all four players over the Board.

Spinning an available coin from the stack, in a cardboard box lid, determines playing sequence for the next round.

Moving CW or CCW players "clash" and spin placed, relevant coins against one another; longer spincycle wins.

Moving onto "empty" dots challenges the GM. Larger coins' choice from the player evokes more difficult of a challenge.

Gamemaster spins in the air for heads / tails thrice, trying to stop the player who does the same after that. The spins are:

(1) Hit or Miss; (2) Critical or Not; (3) High or Low Damage. GM discretion is advised, roleplaying battles is a must.

"Killed" players revive in three turns. GM may decide to time the box-lid spins for occasional flimsy flinges.